

## **Claims**

1. A computerized gaming system, comprising:
  - a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a reel slot machine wagering game on which monetary value can be wagered; and
  - an audio module, the audio module operable to play an audio track during reel spins, the audio module further operable to maintain audio track rhythm over multiple reel spins.
2. The computerized gaming system of claim 1, wherein the audio module is operable to maintain audio track rhythm over multiple reel spins by playing a track continuously and by further fading in the track in conjunction with a spinning reel and by fading out the track in conjunction with a stopped reel.
3. The computerized gaming system of claim 2, wherein the audio module is further operable to loop play the continuous track such that rhythm of the track is maintained.
4. The computerized gaming system of claim 1, wherein the audio module is operable to maintain audio track rhythm over multiple reel spins by playing the track from a point calculated to maintain rhythm from a previous reel spin upon initiation of reel spin.
5. The computerized gaming system of claim 1, wherein the reels are video representations of reels on a video slot machine.
6. The computerized gaming system of claim 1, wherein the reels are mechanical reels under the control of the computerized gaming system.

7. The computerized gaming system of claim 1, wherein the audio module is operable to maintain audio track rhythm over multiple reel spins by playing a track continuously and by further fading in the track in conjunction with a spinning reel and by fading the track to a reduced volume in conjunction with a stopped reel.

8. The computerized gaming system of claim 1, wherein the audio module is further operable to play at least one additional audio track in rhythm with the audio track played during reel spin.

9. A method of operating a computerized gaming system, comprising:

playing an audio track during reel spins of a reel slot machine game via an audio module, the audio module further operable to maintain audio track rhythm over multiple reel spins, and wherein the reel slot machine game comprises a game upon which monetary value can be wagered.

10. The method of claim 9, wherein the audio module is operable to maintain audio track rhythm over multiple reel spins by playing a track continuously and by further fading in the track in conjunction with a spinning reel and by fading out the track in conjunction with a stopped reel.

11. The method of claim 10, wherein the audio module is further operable to loop play the continuous track such that rhythm of the track is maintained.

12. The method of claim 9, wherein the audio module is operable to maintain audio track rhythm over multiple reel spins by playing the track from a point calculated to maintain rhythm from a previous reel spin upon initiation of reel spin.

13. The method of claim 9, wherein the reels are video representations of reels on a video slot machine.

14. The method of claim 9, wherein the reels are mechanical reels under the control of the computerized gaming system.

15. The method of claim 9, wherein the audio module is operable to maintain audio track rhythm over multiple reel spins by playing a track continuously and by further fading in the track in conjunction with a spinning reel and by fading the track to a reduced volume in conjunction with a stopped reel.

16. The method of claim 9, wherein the audio module is further operable to play at least one additional audio track in rhythm with the audio track played during reel spin.

17. A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a reel slot machine wagering game on which monetary value can be wagered; and

an audio module, the audio module operable to play an audio track during reel spins at a louder volume level and to play the audio track at a quieter or muted volume level when the reels are not spinning, the audio module further operable to maintain audio track rhythm over multiple reel spins.

18. The computerized gaming system of claim 12, wherein the audio track comprises multiple audio element tracks, and wherein only select audio element tracks are played on each reel spin.

19. The computerized gaming system of claim 18, wherein at least one of the selected audio element tracks played on each reel spin is randomly selected for each reel spin.

20. A machine-readable medium with instructions stored thereon, the instructions when executed operable to cause a computerized gaming system to:

conduct a reel slot machine wagering game upon which monetary value can be wagered; and

play an audio track during reel spins at a louder volume level and to play the audio track at a quieter or a muted volume level when the reels are not spinning, the audio module further operable to maintain audio track rhythm over multiple reel spins.